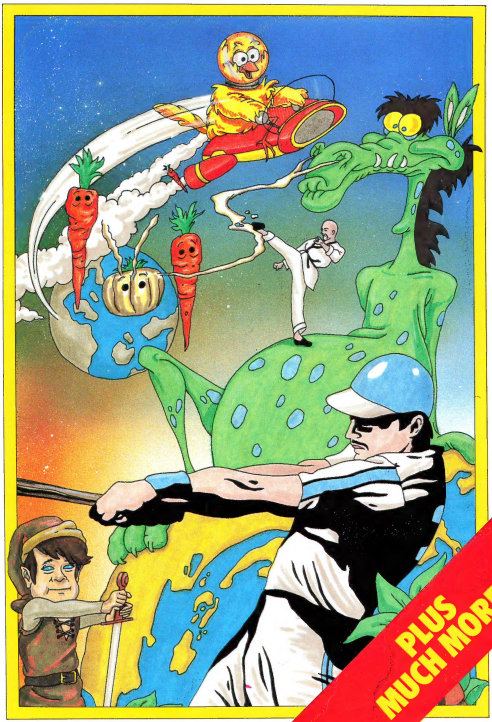
WPS 37935 No. 1 $3.95

Nintendo® STRATEGIES

How To Win At:

- BASES LOADED
- BLASTER MASTER
- CASTLEVANIA II: SIMON'S QUEST
- CONTRA
- DOUBLE DRAGON
- GAUNTLET
- IRON TANK
- LIFE FORCE
- BIONIC COMMANDO
- RENEGADE
- SEICROSS
- SKATE OR DIE
- SUPER MARIO BROS.2
- XEVIOUS
- ZELDA II: THE ADVENTURE OF LINK



PLUS MUCH MORE!

0 70989 37935 0 01

Nintendo® STRATEGIES

Nintendo® Strategies
No. 1

PUBLISHER
Louis Weber

ASSOCIATE PUBLISHERS
Estelle Weber
Mona Syring

PUBLICATIONS DIRECTOR
Susan St. Onge

EXECUTIVE EDITORIAL DIRECTOR
Becky Bell

DIRECTOR OF ACQUISITIONS
Jeff Mintz

EDITOR
Ann Taylor

ART DIRECTOR
Todd Marsh
Janet Fuglsang

ASSISTANT PRODUCTION DIRECTOR
Steven Grundt

PRODUCTION EDITOR
Nancy Goldberger

CONTRIBUTING WRITER: Matthew White. **EDITORS:** Juliane Bylica Barr, Janet Briggs, Stephen Isaacs, Rovena Kasis, Paul Kelly, Elizabeth Krier, Gary Millman, Betty Mishkin, Stuart L. Reiner. **ACQUISITIONS EDITOR:** Susan Barbee. **ASSISTANT ACQUISITIONS EDITOR:** Effie Kouzoukas. **SPECIAL PROJECTS EDITOR:** Carol Eastman. **SENIOR PRODUCTION EDITOR:** Kristine Hnat. **PRODUCTION EDITORS:** Patricia Maziarz, Steven Meysing, Leigh Nealy, Maureen Nelson, Jeanne O'Day, Margaret Olsen, Belinda Waite. **EDITORIAL ASSISTANTS:** Evelyn Brenner, Shirley Coward, Linda Hillesland, Pamela Koziri, Sandy Lichtman, Naida Meyers, Gert Salzenstein, Gayle L. Terwilliger, Patricia Weiss. **ASSISTANT ART DIRECTORS:** Marissa Conner, Terese Kolodziej, Linda A. LaCroix, Kitty Lam, Dorothea Leese. **ART ASSISTANTS:** Keith Browne, Paul Fromberg, Elizabeth Johnson, Mary Laffey, Tom Zielinski.

C.E.O.: Louis Weber. **PRESIDENT:** J. Robert Stanik. **EXECUTIVE VICE PRESIDENT:** Estelle Weber. **SENIOR VICE PRESIDENT:** Frank E. Peiler. **VICE PRESIDENT, MANUFACTURING:** Howard L. Baumann. **MARKETING DIRECTOR:** Ivy G. Lester. **CIRCULATION MANAGER:** Edward Geraghty. **EUROPEAN PUBLISHING MANAGER:** Iztok Bartolj.

Editorial and Subscription Offices:
7373 North Cicero Avenue
Lincolnwood, Illinois 60646
(312) 676-3470

Copyright © 1989 Publications International, Ltd. This publication may not be reproduced or quoted in whole or in part by mimeograph or any other printed or electronic means, or for presentation on radio, television, videotape, or film, without written permission from Louis Weber, C.E.O., Publications International, Ltd., 7373 N. Cicero Ave., Lincolnwood, Illinois 60646. Permission is never granted for commercial purposes. Printed in USA. Nintendo® Strategies is published 4 times a year, quarterly. All rights reserved under International and Pan American copyright conventions.

TABLE OF CONTENTS

INTRODUCTION 3
BASES LOADED 4
BIONIC COMMANDO 6
BLASTER MASTER 8
BUBBLE BOBBLE 10
BUMP 'N' JUMP 12
CASTLEVANIA II: SIMON'S QUEST 14
CONTRA 16
DR. CHAOS 18
DOUBLE DRAGON 20
GAUNTLET 22
GUN. SMOKE 24
IRON TANK 26
THE LEGEND OF ZELDA 28
LIFE FORCE 30
MEGA MAN 32
METAL GEAR 34
METROID 36
MIKE TYSON'S PUNCH OUT 38
1943 40
RENEGADE 42
SEICROSS 44
SKATE OR DIE 46
SPY HUNTER 48
SUPER MARIO BROS. 50
SUPER MARIO BROS.2 52
ULTIMA 54
WORLD RUNNER 56
XENOPHOBE 58
XEVIOUS 60
ZELDA II:
THE ADVENTURE OF LINK 62
DIRECTORY OF GAME PUBLISHERS 64

Acclaim is a registered trademark of Acclaim Entertainment, Inc. Bases Loaded is a registered trademark of Jaleco Co., Ltd., licensed by Nintendo of America Inc. Bionic Commando, Gun.Smoke, Mega Man, and 1943 are registered trademarks of Capcom U.S.A. Inc., licensed by Nintendo of America Inc. Blaster Master and Spy Hunter are registered trademarks of Sun Corporation of America, licensed by Nintendo of America Inc. Bubble Bobble and Renegade are registered trademarks of Taito America Corporation, licensed by Nintendo of America Inc. Bump 'n Jump is a registered trademark of Vic Tokai Inc., licensed from Data East Corp., licensed by Nintendo of America. Capcom is a registered trademark of Capcom U.S.A., Inc. Castlevania II: Simon's Quest, Contra, Life Force, and Metal Gear are registered trademarks of Konami Industry Co., Ltd., licensed by Nintendo of America Inc. Double Dragon is a registered trademark of Technos Japan Corp., Tradewest, Inc., licensed by Nintendo of America Inc. Dr. Chaos is a registered trademark of Fujisankei (Communications International, Inc.). FCI is a registered trademark of Fujisankei Communications International, Inc. Gauntlet is a registered trademark of Atari Games Corp., licensed by Nintendo of America Inc. Iron Tank is a registered trademark of SNK Electronics Corporation of America, licensed by Nintendo of America Inc. Jaleco is a registered trademark of Jaleco USA Inc. The Legend of Zelda, Metroid, Mike Tyson's Punch Out, Super Mario Bros., Super Mario Bros.2, and Zelda II: The Adventure of Link are registered trademarks of Nintendo of America Inc. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. Seicross is a registered trademark of Nihon Bussan Co., Ltd. FCI Pony Canyon Inc., licensed by Nintendo of America Inc. Skate or Die is a registered trademark of Electronic Acts, licensed by Nintendo of America Inc. Sunsoft is a registered trademark of Sun Corporation of America. Taito is a registered trademark of Taito Software, Inc. World Runner is a registered trademark of Square Co. Ltd. licensed by Acclaim Entertainment, Inc., licensed by Nintendo of America Inc. Ultima is a registered trademark of Richard Garriott, licensed by FCI, licensed by Nintendo of America Inc. Ultra Games is a registered trademark of Ultra Software Corporation. Xenophobe is a registered trademark of Bally Midway Manufacturing, licensed to Sun Corporation of America, licensed to Nintendo of America Inc. Xevious is a registered trademark of Namco Ltd., licensed by Bandai Co., Ltd., licensed by Nintendo of America, Inc.

The products named in this publication are the tradenames or trademarks of their respective companies. Publications International, Ltd. has no affiliation or contractual agreement with any manufacturer of video games and is not affiliated with any of the companies or products covered in this publication.

INTRODUCTION

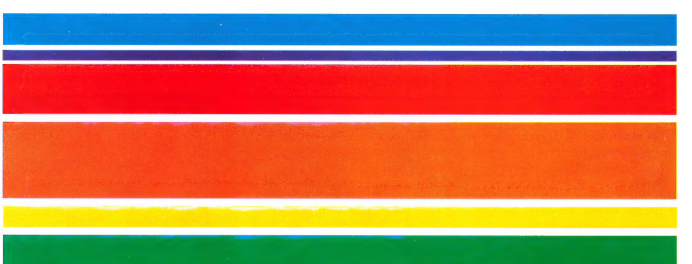
This book is a companion for your Nintendo Entertainment System. You'll find important information about 30 of the best cartridges and special strategies to help you power up your game. Whether you're an advanced player exploring the magical stages of *Ultima* or a beginner trying to get through World One of *Super Mario Bros.*, *Nintendo Strategies* can increase your playing fun with hints and secret codes. Since Nintendo games are played on many complex levels, there are no simple patterns to follow. But this book will help you find hidden power-ups, set your priorities, and figure out what you need to know.

Color pictures of actual game screens give you visual tips and show you what lies ahead as you progress through a game.

Most NES cartridges are action games, adventure games, or sports games. Action games, also called shoot-'em-ups, are based on arcade games. These intense video battles require lightning-fast reflexes and zealous concentration. In actions games, you often start out fairly weak and then increase your power. But as you power up so do your enemies, and you can expect the final battle to be a hard-fought melee of super weapons.

Although most adventure games feature conflicts of some sort, their emphasis is on finding, interpreting, and using a variety of clues to solve a complicated puzzle. Adventure games evolved from personal-computer games, and most have a dungeons-and-dragons theme. They often take days to play and challenge your memory and sense of direction at every turn.

Sports games incorporate the rules and action of team and individual sports. These games have been developed especially for NES. To play them well, you have to spend hours practicing your video athletic skills. You must also understand the rules of the game and know the strengths and weaknesses of your opponents.



BASES LOADED

Jaleco

To make a really good sports video game, you have to include statistics, stars and superstars, moves, and ground rules. The successful game designer must respect the athletic and strategic subtleties of the sport. Two NES baseball games meet and exceed these demands: *Bases Loaded* and *R.B.I. Baseball.* Since *R.B.I. Baseball* is the only video game licensed by Major League Baseball, it's the only game that uses the actual statistics of real-life players and teams. But this doesn't make it the best baseball video game: we just want you to be aware of the other option. *Bases Loaded* is the game we prefer to play.

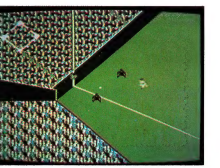
Bases Loaded is a video game for people who are

At the beginning of each game, you choose a starting pitcher.

familiar with the rules and strategies of baseball. It incorporates two of the most-interesting aspects of the game: team loyalty and individual statistics. You are able to play an incredible 132-game season against NES or against another player. You not only manage the team, but you throw every pitch, field every ball, swing every bat, and steal every base. You are in total control. But in order to win, you must understand the strengths and weaknesses of each player on your team.

You choose your team from 12 ready-made rosters. Each team has 30 active players, including 12 pitchers. The players on each team are different. A player might be a power hitter, a base stealer, or a strikeout pitcher. You will have to become familiar with the members of your ball club and use their talents effectively. The starting lineup for each game is predetermined, although you can substitute throughout the nine-inning game. The only personnel option available at the beginning of each game is the choice of a starting pitcher.

Close observation will help you determine how best to play certain balls or predict certain pitches. For example, the catcher may move his



When you catch a ball in the outfield, watch the infield screen so you'll know where to throw.

The catcher's signal shows you where to throw the ball.

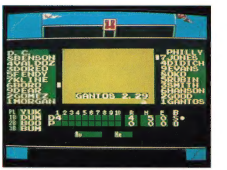
mitt to a certain place before the pitch is thrown; this should let you know the direction of the pitch. You'll also learn that by watching the shadow of a ball that's hit into the outfield you'll be able to figure out where it's going to land.

The sound and animation in this game are realistic and fun. Umpires call strikes, and crowds cheer. There are no postseason games, but if you win more than 80 games, NES will provide you with an appropriate celebration. This video game isn't going to replace baseball as the national pastime, but it gives armchair ball players a chance to participate in the game as never before.

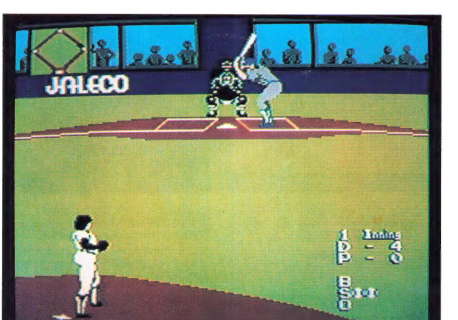
You can and must use traditional baseball strategies to win the games. You must know when your pitcher is tiring and send in a new pitcher. You must decide when to pinch-hit, initiate a hit-and-run play, or go with speed instead of power. But to play this game well, you must spend some time . . .

PRACTICING YOUR MOVES.

When you're at bat, you must be able to step into a pitch, to chase a high fastball, and to avoid a brushback. (Pitchers can throw beanballs in this game, and most beanballs clear the benches.) To have full control of the batter, you have to spend time at batting practice. The same is true for pitching.



If your team is losing, bring in a new pitcher from the 12 on your roster.



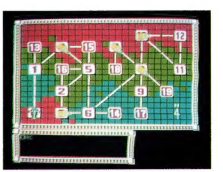
When you are pitching, control your placement and speed carefully, and mix up your pitches.

BIONIC COMMANDO

Capcom

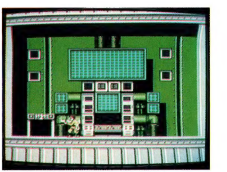
This game is a sequel to the futuristic, military arcade hit *Commando*, but its story line is substantially different. A famous soldier has been taken hostage by enemy troops, and your objective is to find the soldier and free him from prison. You're no ordinary man: You have a bionic arm with a grappling hook at the end, which enables you to make your way easily through rough terrain. You cross beaches, forests, and an underground world while you're confronted by a variety of enemies, including marching soldiers, men in trucks, and fighter jets. As in other shoot-'em-up games, the fight becomes more difficult as the game progresses.

The messages you receive help you scout out the enemy and proceed with your mission.



Periodically refer to the on-screen map to chart your progress through the game.

Plan to spend a couple of hours building up experience by encountering as many kinds of enemies as you can. *Bionic Commando* has a unique "continue" option that lets you progress quickly through the game. Unlike the standard method of continuing, you must earn these continues in almost the same way that you power up or earn an extra life. After shooting certain enemy soldiers, for example, a bird appears. Kill the bird and you get one continue. You obtain additional continues when you battle soldiers on a truck. Collecting continues should be a priority early in your game: The more continues you have, the farther you can go. You are allowed up to nine continues in a game.



Go in this room at the top of the first pyramid.

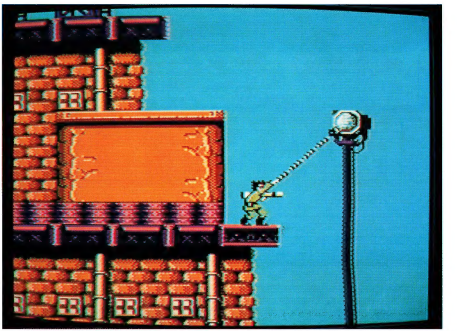
Even though *Bionic Commando* has elements of an adventure game, such as mazes and hidden exits, it's primarily an action game. You're on the offensive or

defensive at least 85 percent of the time. To get the most out this game, you must . . .

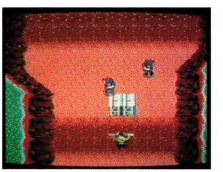
LEARN HOW TO USE THE CLAW.

The claw is obviously a climbing tool that you use to scale walls and clamber onto ledges. What is not so obvious is that the claw is also a swinging tool. You can grab onto something above you, let your feet dangle, and then start to swing until your momentum carries you where you want to go, just like Tarzan swinging on a vine. You need to master this swinging action because it's the only way to get across certain obstacles.

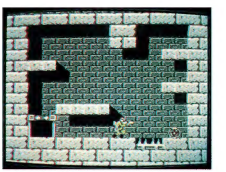
There is no time limit in this game, so take your time. Make good use of your transmitter, and communicate with your allies as often as you can.



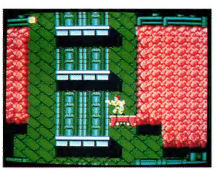
You can attach your claw to just about anything. When in doubt, try it out.



If you don't shoot your weapons in the Neutral Zone, you can get whatever you want.



The lantern hidden in a small cave is one of many power-ups in this game.



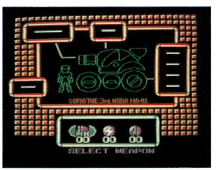
This elevator in Area One takes you up or down to new worlds.

BLASTER MASTER

Sunsoft

Unlike many games that were originally designed for arcades or personal computers, *Blaster Master* is a super-popular game made specifically for NES. Because they didn't have to worry about how many quarters you spend to play the game, the designers of *Blaster Master* combined lots of action with a similar amount of adventure. There's plenty of shooting, but there are also entire worlds to explore. The graphics and animation of this game are intricate, and the music is excellent.

The game is a role-playing adventure. You play Jason Gardner, who has fallen into a deep pit and needs to find (and fight) his way out. Your route leads through eight mysterious worlds, each of which is ruled by a Warlord. The worlds contain weapons, tools, and prizes that you must find and secure before you can advance out of the pit. There is no score. If you kill the eight Warlords, including the Master Boss, you pop out of the pit, and the game ends.



You can call up the Select Weapon screen whenever you want to choose a new weapon.

Blaster Master combines two different kinds of exciting game play. You can ride in a tank, which protects you while you shoot at and run over your enemies; or you can get out of the tank and fight your enemies on foot. Either choice requires its own special skills. At times, such as when you're going through the doors that lead to a Warlord's den, you have no choice but to get out of the tank and explore on foot.

While your objective at every level is to find and kill the Warlord, it's just as important to locate and secure weapons and power-ups. You'll need to pay close attention to the map that comes with the game cartridge. To advance through the game, you must . . .

UNDERSTAND YOUR WEAPONS.

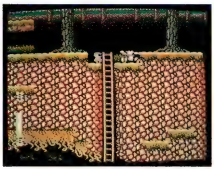
A new weapon is waiting for your discovery within each world. You must locate this

Most of the time you ride in your tank, scouting territories, shooting enemies, and fighting.

weapon if you plan to get anywhere, and you must use it properly. In Stage 1, you find the Hyper that boosts your firepower and helps you get through the wall into Stage 2. In that stage, you find the Crasher that breaks down the walls into Stage 3. Some weapons enable you to fly, dive, or go straight up a wall. They not only help your progress at key points during the game, but they make your battles easier to fight.

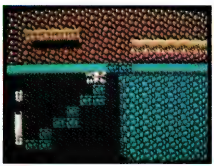
Make it a habit to shoot the walls. These power-ups were invisible before the wall was destroyed.

Special tip: *Don't leave your vehicle unless it's absolutely necessary. The tank can take a lot more abuse than you can take on foot.*

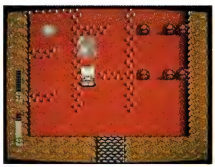


Get out of your tank only when it can't fit where you want to go.

The entrance to a secret room in Stage 1 may lead to treasure or other kinds of help.

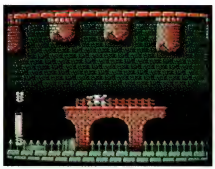


Your tank can maneuver very well in the water, so stay in it to explore the watery part of Stage 1.



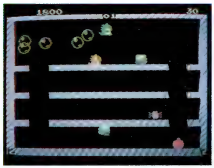
When you are out of your tank, if you take one direct hit from the enemy, you're dead.

If you are powered up with the Hyper and plenty of grenades, you can defeat the brain in Stage 1.



In Stage 2, you drive your tank inside a castle and must learn to negotiate vertical walls.

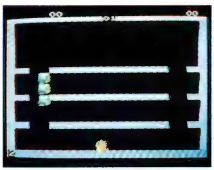
BUBBLE BOBBLE



In the two-player game, Bob, the blue dinosaur, is the second player.

Taito

Some people say that video games are too violent, but *Bubble Bobble* answers this charge by using bubbles instead of bullets. While the weapons are unique, the basic principle of this cute game is the same as that of other successful action games: Kill them before they kill you.



In the one-player game, you play Bub. He's the dinosaur at the bottom of the screen.

The characters may look like dragons, but they're dinosaurs. One is named Bub, and he is used for one-player games; the other is Bob, and he's the second player in two-player games. The magical land of these peaceful dinosaurs has been invaded by Baron von Blubba. He kidnapped a pair of brontosaurs who are friends of Bub and Bob, and they want to rescue them. To do this, they must venture through two different worlds filled with fierce and destructive enemies.

Bubble Bobble may sound like an adventure game, but it's really a fantasy shoot-'em-up. As Bub or Bob, you blow bubbles at attacking enemies. This doesn't kill them; the bubble surrounds them and makes them vulnerable so that you can jump on them or bang them into the wall. Either way, they'll die and probably leave a charm or some food as your reward. Pick up whatever they leave, including hamburgers, diamonds, and vegetables.

You must conquer both worlds to save your friends. There are 113 rooms in each world. It's important that you learn the patterns in which the attacking characters move. It's also important that you learn how to . . .

RIDE THE BUBBLES.

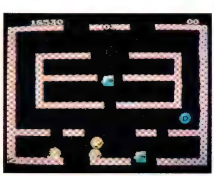
You can jump on a bubble that you've blown and ride it to other levels in the game. This is a good way to get out of what appears to be an inescapable room. It's also a way to speed through the game.

While you want to pick up everything you can, the most-important items are candies,

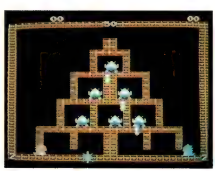
shoes, and letters. The candies let you blow bubbles faster; the shoes let you run faster; and the letters spell out words that allow you to move to new levels. Other bonuses are points added to your score.

The manual fails to cover a critical point about the end of the game. To save the hostage brontosaurs, you must pick up a crystal and then go through a door into the secret room. It sounds simple enough, but you must be in the two-player mode to complete this game. One player grabs the crystal while the other walks through the door. If both players aren't on the screen, victory cannot be achieved.

On Screen 57, you encounter a really big enemy. Blow a bubble and ride it to the next screen.



Pop the D in a bubble. When you have enough letters to spell "EXTEND," you advance to the next level.



The robot bubbles on Screen 50 are some of the most-dangerous enemies you encounter.

Screen 99 tells you how to finish the game. To get there quickly, use the password DDDDB.

Special tip: *If you want to increase your score, survive 20 rounds with your first dinosaur, and you will be allowed to enter a secret diamond room that's worth 400,000 points.*

BUMP 'N' JUMP

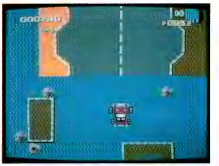
Vic Tokei

Car-racing simulations give you the opportunity to maneuver a high-speed race car without fear of the consequences of a real high-speed crash. *Bump 'n' Jump* mixes fantasy with the tried-and-true rules of the road and track, and comes up a winner.

A gang of bullies has kidnapped your girlfriend, and to get her back you have to hit the road. Your car has special powers. Not only can it drive like other cars, it can also jump up when you press a button. You kill whatever you jump on top of, so your car is not only your vehicle, it's also a weapon. But if something hits your car, you lose energy or die.

Your red car can jump on top of other cars and destroy them, or drive around them for bonus points.

Bump 'n' Jump is a cute shoot-'em-up. Your basic objective is to hit and destroy other cars and obstacles before they hit you. The game also has an energy factor; you have to watch your output. Jumping takes energy; so does firing and killing. You want to grab as many *P*s (for petrol) as possible, and keep your tank full. When you have less than 10 on your petrol gauge, a built-in shot protects you from energy-stealing enemies. If you run out of gas, you won't die, but you also won't be able to jump.



Jumping gets you across bodies of water and other obstacles that stop ordinary cars.

Grab up Ps *whenever you safely can. They contain the fuel that keeps you going.*

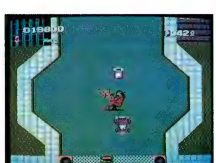
You have to decide what is worth shooting or stomping, and what should be left alone. You save energy when you run around things, but at times, it will be necessary to kill. There is another incentive to be nonviolent: If you survive an entire round without killing any enemy cars, you get a bonus of 50,000 points. You also get extra points by landing on an island. Always . . .

SHOOT THE SHOPS.

The shops are odd shapes with four diagonal lines. When you shoot the shops, a repair center is brought down, and your vehicle is given a serious working over and sent on its way with a full tank of petrol. You want to get the shops every time you can, or you may find yourself running out of gas.

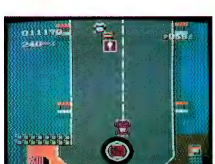
To jump over a bridge, you have to jump high but not very far.

When you shoot the shops, your car gets an automatic tune-up and a tank of fuel.



At the end of Round Two, you pick up additional fuel by ramming into the P.

Round Three takes you to a tropical world where roads end suddenly.



At the end of the round, your bonus points are added up, and you continue on a new track.

CASTLEVANIA II: SIMON'S QUEST

Konami

Castlevania II: Simon's Quest is a horror adventure game that's complex and theatrical. The story line is familiar. Count Dracula is once again undead, and he has hidden five parts of himself throughout his domain. As Simon, you must find and destroy all of these body parts to put an end to the curse of Dracula. This search is played out against an outer world and an inner world of sharp, high-resolution graphics. Some of the screens look like they came right out of an old movie.

This game uses many weapons that actually might have been available in the time period of the story. You won't find napalm bombs or laser guns in *Castlevania.*

In the town of Jova, talk to the people you meet. They'll tell you what you need to know.

Your primary weapon is an old-fashioned whip, but this weapon is powerful enough to kill Dracula himself. To master each of the five different whips that are necessary for your survival, you need to talk to different people along the way. They'll be happy to help you out. You should also pick up all of the stakes that are revealed to you. They won't be driven through Dracula's heart, but they will help you find the crystal balls that hold the parts of Dracula.

You can replenish your energy in the Church and find out valuable information from old people.

Buy the White Crystal before you set out to find Dracula. It's the first step toward magic power.

Your enemies are creepy bats, crawly spiders, and musty insects. Use your whip carefully, but get them out of your path. The big enemy is Dracula, but the showdown with him at the end of the game is more theatrical than challenging. You can use flaming water to attack Dracula, but it's best just to whip him to oblivion.

When you go through the mazes, graveyards, and

In the towns, you can find treasure, weapons, and information.

In the woods, you confront many odd characters. Be prepared to fight to find out hidden secrets.

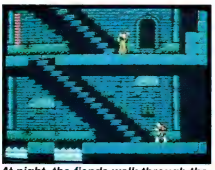
Call up this screen to take inventory of the treasure and weapons you've acquired.

forests, you find valuable information and build up experience that will help you on your mission. As in most adventure games, you need to know what weapons and other items are available and how to get to them. It's especially important to . . .

ARM YOURSELF WITH LOTS OF GARLIC AND BLUE CRYSTALS.

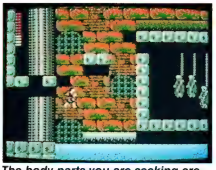
These magic items help you deal with confusing situations. Use them when you come to a blocked wall or a waterfall.

Special tip: *To find hidden passageways or items, use the garlic.*

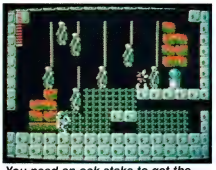


At night, the fiends walk through the town, and you may find yourself in a nightmare of a battle.

The secret clues you are seeking are hidden in special rooms. Be careful and watch your step.



The body parts you are seeking are hidden in special rooms. Be careful and watch your step.



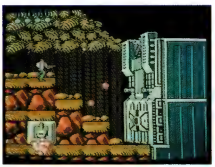
You need an oak stake to get the Rib Bone that's hidden in the ball.

CONTRA

Konami

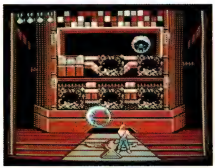
Some new Nintendo games are almost nonviolent. In *Bubble Bobble*, you shoot bubbles instead of bullets; in *Bump 'n' Jump*, you get extra points for not killing cars; and in *Super Mario Bros.2*, you throw eggs at dragons. But *Contra* is the most-aggressive, action-oriented, overtly violent game on the open market. You're not blowing bubbles, you're firing automatic weapons. You're not playing the role of an Italian plumber, you're a muscle-bound commando with a sense of purpose.

Contra is one of the best-conceived games for NES. Its action and animation are a triumph of game design. The story line is science fiction, which adds a needed dimension of unreality to this highly realistic game. You play the role of Lance (Scorpion) or Bill (Mad Dog). They are mercenaries who are out to kill alien Red Falcon soldiers. The year is 2631, and aliens have invaded our planet. They are determined to take over the world, and you must stop them. You have the option to play the game by yourself or with a friend, in which case both of you work together to conquer the aliens. You must fight your way through eight zones: the Jungle, Base 1, the Waterfall, Base 2, the Snow Field, the Energy Zone, the Hangar Zone, and the Alien's Lair.



To get to Base 1, kill the soldier on top, shoot the big guns with red weapons, then hit the red target.

In Base 1, the force field is deadly, but you can jump over the rolling logs of electricity.



To get to the Waterfall, blow out the targets and then kill the big eye that appears.

This is a tense and rapid-fire shoot-'em-up game. You start with a simple rifle, but you quickly power up your weaponry with options including a machine gun, a spread gun, a fireball, laser power, a force field, and a special weapon of mass destruction. You've got the ability to jump and tumble

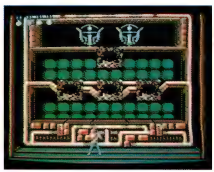
over enemy bullets. You can also get down on your belly at a moment's notice. The best way to play this game is to keep your head about you. There's a lot going on, so don't panic. By using the "start" button to pause the game whenever you're in trouble, you can size up the opposition and figure out what to do. In general, you want to get rid of cannons, snipers, and other stationary enemies before the big confrontations at the end of each wave. When you're in doubt about which weapon to use first, it's almost always best to . . .

USE THE SPREAD GUN.

This is the second-most-powerful weapon you have. It enables you not only to attack what's in front of you but to destroy enemies above and below you. If you have an NES Advantage joystick, your spread gun and other weapons fire automatically when you hold down the "B" button, whether or not you have gathered up an additional *R* (Rapid Fire). The most-powerful weapon available to you is the mass-destruction weapon. It can be used only once, so use it when it's absolutely necessary.

The Waterfall is a vertical zone, where you move upwards, dodging fireballs, rocks, and enemies.

Kill this alien by destroying the red parts on the tentacles, then fire into its mouth.



After you destroy the three red targets, shoot the two moving targets when they come together.

Come in close to the tank where its bullets can't harm you, and fire away continuously.

At the end of the Energy Zone, just keep shooting at the robot guard until it blows up.

Destroy the heart of the Falcon with machine-gun fire and other advanced weapons.

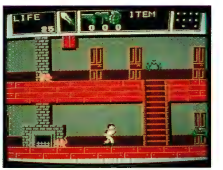
Special Tip: *To start your game with not three but 30* Contra *lives, do the following on your joystick or pad when the title screen is first displayed: Push up, up, down, down, left, right, left, right, "B," "A," "B", "A," "start."*

DR. CHAOS

FCI

When *Dr. Chaos* was first released, it was almost impossible to buy a cartridge. Everyone wanted it. The popularity of this game has kept on building because it has everything you'd expect in an adventure game, including mysterious rooms, hidden weapons, vials of secret strength, dark passageways, and one thing you may not expect—everything in the game makes sense. Like most adventure games, you can program the cartridge's memory to save your score and position in the game.

A scientist named Dr. Chaos messed up an experiment with the space/time continuum, and his concerned brother, Michael, sets out to find the doctor in the bizarre wreckage of his house. You play Michael and search through mazes, rooms, and corridors on three different levels. The way in which the different levels interact with each other is truly remarkable. In most games, there is little interaction between a secret room and the world outside the room. You walk through a door, do whatever you have to do in the secret room, such as grabbing a prize, getting a key, or killing an enemy, and then come back into the outside world through the same door. But in *Dr. Chaos*, what you do while you're inside the room affects your location outside the room. For example, if you enter a secret room and start walking to the left, that action is also taking place outside the secret room. When you finally come back outside, you will probably find yourself in another location.



The layout is deceptively simple; once you're on the stairs, you'll encounter a series of choices.

Killing enemies is the least-glamorous aspect of your adventure, but it has to be done. Most of the enemies can be killed with simple guns, but one must be killed with a grenade and another with a knife.

Warp zones enable you to progress through the game. Look for warp zones in doors and windows, but one warp zone is in a closet, and

To get this much-needed gun, you have to keep punching the wall until it becomes available.

one is in a hole in the wall. If you get stuck anywhere and need to find a warp zone . . .

LOOK ON THE NORTH WALL.

Most of the warp zones are on north walls. Check for them in all locations. Don't give up. If you find yourself totally lost, reverse your direction and head south.

You'll eventually work your way back to the main hallway.

When you can't go through a wall, go into the adjacent door. Continue in one direction until you find an opening that looks as if it was blown open by a bomb. When you go through the opening, you'll be on the other side of the wall.

Always remember that your location is important, paying attention to details and keeping track of your movements are the only ways to master this game.

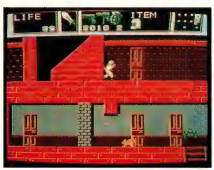
Special tip: *To find secret passages, and weapons, use the "hit" command on walls and picture frames.*

The first warp zone lands you in an odd jungle terrain where you find weapons and treasure.

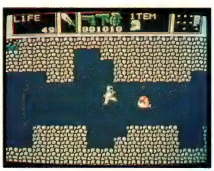
Strange creatures guard treasure, but if you have the right weapon, you dispatch them easily.

An experienced player can enter a room, get the treasure, and leave without killing the guard.

This ladder is a secret opening to a land filled with hidden treasure.



To get to the attic and its treasures, keep looking for hidden ladders in the wall.



You can swim easily through water, but watch out for carnivorous fish.

DOUBLE DRAGON

Tradewest

Although there are differences between the arcade and home versions of the game, the basic theme remains the same. An urban street gang called the Black Warriors has kidnapped Marian, who's the girlfriend of martial artist Billy Lee. To rescue her, Billy Lee has to fight an army of gang members armed with baseball bats, rocks, knives, boxes, oil drums, and whips. The action takes place in four settings: the slums, an industrial park, the forest, and the home of the Shadow Boss, where Marian is held captive. Billy Lee must fight his way out of each area.

As Billy Lee, you have 11 different ways to attack your enemies; each move has different powers. You must choose your tactics and your enemies carefully. If you can pick up a gang member's weapon, you can use it against him. This is often the only way to beat the enemy and advance in the game. Each time you collect 1,000 points, a new martial-arts technique, such as the Elbow Punch, is offered to you. You can't use some techniques until you have a specific number of points. To get as many moves as possible, it's important that you . . .

If you can get Linda to drop her whip, you can use it as your own weapon.

You can use Loper's oil drum against him, but it will take more than a barrel to do him in.

DAMAGE BUT DO NOT DESTROY ENEMIES.

When you do this you earn hearts, and the more hearts you have, the more special moves you can use.

During your first mission, defeat the hoodlums with the Kick by pushing down the "B" button. The "A" button, which activates the Punch, is almost useless at this level, but when you press both buttons at the same time, you move straight up. This action won't injure an opponent, but it gets you out of the line of attack. After you advance in the game, press "A" and "B" simultaneously to activate the Jump Kick.

During your second mission, take the baseball bat away from your enemy and use it

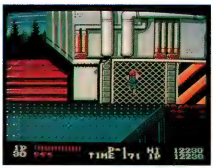
to defeat him. This takes practice. Move as close as you can to the bat swinger. When he takes a swing at you, jump immediately and kick. He'll drop the bat, and you can pick it up.

During your third mission, master the Hair-Pull Kick. This is done entirely with the "B" button, and the move must be timed to coincide with the advance of an attacking thug. If the hoodlums are throwing knives at you, move to the top or bottom of the screen. Don't try to jump over a moving knife, and don't

After you've punched out Abobo, use the Boss Room conveyor belt to make the him fail to his death.

panic. You can always pause and evaluate the situation.

During your final mission, you engage in a martial-arts battle against an equal opponent. The Shadow Boss is Billy Lee's long-lost twin brother.



While you're climbing the chain-link fence, get ready to throw a Jump Kick when you get to the top.

Chintai is waiting at the end of the second mission; dispatch him with Jump Kicks.

The Hair-Pull Kick is an effective weapon against thugs who come at you with knives.

Be careful crossing the bridge. You may have to drop your bat to get in a good Jump Kick.

You can choose which of these characters you want to fight one-on-one.

There are two ways to play *Double Dragon.* As in the arcade game, you can take the role of Billy Lee, fight the various thugs, and rescue Marian. This basic and incredibly exciting game can be played on seven different skill levels. Your other option is to engage in a one-on-one martial arts contest against a friend or against NES.

When you play against another player, both of you will improve your martial-arts skills.

GAUNTLET

Tengen

Many players consider *Gauntlet* the best adventure game available for NES. The game combines features from the arcade games *Gauntlet* and *Gauntlet II*, and adds a few new twists. There are 100 different rooms, five different levels, and a vast array of mazes, exits, enemies, potions, treasures, and weapons.

Gauntlet is a role-playing game of sword and sorcery. You choose to be one of four characters: Thor the Warrior, Thyra the Valkyvie, Merlin the Wizard, or Questor the Elf. Your ultimate goal is to recover the Sacred Orb that is under the control of the deadly villain Morak. To claim the Orb, you must find a secret combination that is hidden somewhere in the

If you're playing against Thyra or Questor, choose Merlin and use his magic powers well.

five Levels. This game takes many hours to complete, but you can save your place in the game and use a password to return to the place where you were when you stopped playing.

Although *Gauntlet* is an adventure game, it requires quick reflexes, which explains its popularity in arcades. Your strategic objective is to map out a path to the Sacred Orb, but to carry out your strategy, you must destroy many deadly enemies. Some of your enemies move, including demons, ghosts, grunts, lobbers, and sorcerers; others don't move, including fake exits, traps, stun tiles, and other inanimate obstacles.

Each character has a different combination of strength and speed, which are a character's two primary weapons. Thor is the strongest but the slowest. Questor is fast on his feet but weak. Thyra, who is the most-balanced character, is strong enough and fast enough to handle most enemies and situations. Merlin is slow but has his magic, so he is especially well suited for some situations. We consider Questor the Elf the most-entertaining character to choose, but no matter which character you choose, your ability to persevere while under attack will be tested.

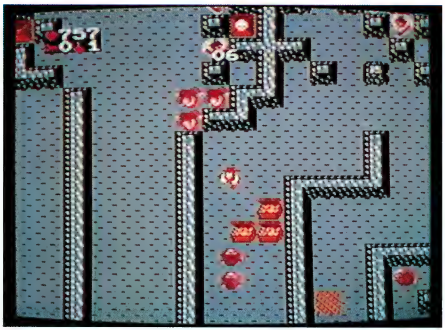
There's more to *Gauntlet* than meets the eye. To reveal the game's secrets . . .

SHOOT THE WALLS.

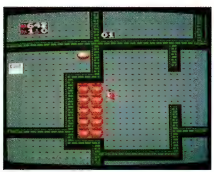
There are hidden potions, traps, and special exits in the walls. When it looks as

though a maze has no exit, shoot the walls. When you need to escape from an enemy, shoot the walls. All kinds of things are hidden in the walls waiting for your discovery.

Always pick up as much food and treasure as you can. You will need the keys and combinations that you find to get through rooms. Be sure to enter all rooms with a question mark. One of them contains the combination that will enable you to finish the game.

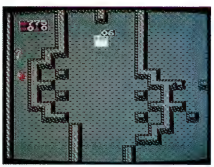


Room 6 is easy; for more challenge, use a password: Questor **77F-TAI-NLS**, *Thor* **BC3-SY9-ISS**, *Merlin* **UTL-DST-LGT**, *and Thyra* **NRF-TTU-NR7**.

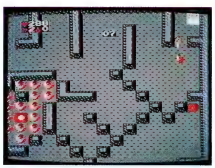


Treasure rooms are easy to master at the beginning of the game, but they become more complex.

No one knows why the treasure chests in Room 5 spell **EH**.



When you see a key, pick it up no matter how many enemies are after you.



If you don't see an exit, shoot everything, and the way out will eventually appear.

GUN.SMOKE

Capcom

Gun.Smoke is a wild West shoot-'em-up game. You play Billie Bob, a fearless good guy who is assigned to protect the law-abiding people in a gold-rush mining town. A gang of bandits rides into town with their guns drawn, looking to cause trouble and steal gold.

Money bags litter the main street of Hicksville as Billie Bob prepares to kill another outlaw.

If you're going to protect the townspeople, you'll need the right weapons, and this game has many ways to power up your armament. When you make a direct hit on a barrel, your firepower increases. You can also purchase weapons at the general store, including a shotgun that shoots five bullets at once, a machine gun that shoots double bullets, a magnum that fires big bullets, and a napalm bomb that inflicts heavy damage. The general store also sells horses, which act as extra lives, and wanted posters that are expensive but necessary to the continuation of the game. You can get everything that's available for sale by shooting certain objects, many of which are completely hidden.

To save the mining town, you must defeat six villains: Bandit Bill, Cutter Boomerang, Devil Hawk, Ninja, Fat Man, and Wingate. Each villain becomes more difficult to fight as the game goes on, and you will need many power-ups to get through the game. Before you can fight a villain, you must locate his wanted poster. The wanted posters are invisible at first, until you . . .

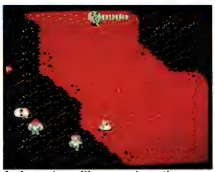
SHOOT ALONG THE PATH.

This reveals the wanted poster, but it takes eight shots.

When you're mounted on a horse, you won't be killed if you're hit, but you'll lose the horse.

Before you can leave Hicksville, you have to shoot it out with Bandit Bill.

Getting used to the shooting patterns takes a little time. The direction of the bullets is determined by the buttons, not by the directional pad. "A" shoots right; the combination of "A" and "B" shoots straight; and "B" shoots left. You should practice your shooting technique; it's going to have to be second nature to you if you plan to win a duel.



A character with an exclamation point is a shopkeeper. Walk up to him; he'll take you shopping.

If you have enough money, you can buy weapons from the shopkeeper's price list.

Cutter Boomerang attacks from both sides, so to defeat him, you have to move quickly.

To get out of Comanche Village and into Death Mountain, you have to kill Devil Hawk.

Ninja warriors come down out of the mountains and go after you with advanced martial-arts skills.

IRON TANK

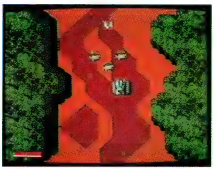
SNK

Iron Tank isn't exactly a fantasy game. It's loosely based on the World War II Allied invasion of Normandy and gives players a chance to pretend that they are participating in history. Many of the characters, weapons, and objectives are recognizable, but other aspects of the game have nothing to do with actual events.

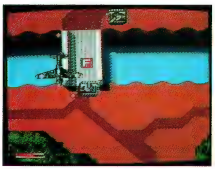
You take the role of Paul, an Iron Snake commando who drives an Allied tank. Your objective is to find and destroy enemy headquarters, and to rescue as many prisoners of war as you can. At the start of the game, you don't have much power, but you become more intimidating as you add capabilities, such as rapid firing (*V*), armor piercing (*F*), explosives (*B*), and long-range firing (*L*). Your enemies also become more intimidating as you go along.

This screen lets you monitor your position, fuel, and military strength.

In this game, you don't just fire mindlessly at your enemies. You track your course on a map, which can be viewed full screen when you touch the "select" button. The map also shows your energy gauge, which should be monitored closely. Every time you fire, the amount of energy on your gauge goes down. Even though it seems like you start the game with plenty of fuel, you need a good sense of fuel conservation to get to the end of the game. You have to balance your shots against your available energy reserves, and you have to plot your path to the goal.



If you run over these enemy soldiers instead of shooting them, you add to your fuel supply.

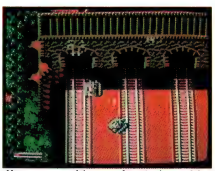


An F will increase your armor-piercing capability, but watch out for the enemy plane.

Always rescue POWs when they appear. They may have a message for you that helps you to accelerate your game. It is also important to pick up the items that are

Learn how to use the terrain to your advantage. For example, train tracks move vehicles quickly.

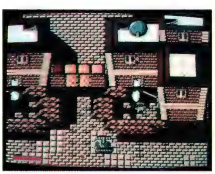
The messages that you receive on your transmitter often supply valuable information.



You can avoid a confrontation with the enemy by going under the bridge.

This field offers you the chance to power up several of your capabilities at one time.

Your tank can be bombed by high-flying planes, but if you're quick you can get out of the way.



The city is a dangerous territory, but it gives you the opportunity to earn additional power-ups.

presented to you, especially the question marks. Don't expect every tank to go down in the same way: Some can be killed with a few bullets; others take eight or ten knocks, and a Think Tank can only be knocked off with explosive question marks. You should save question marks for Think Tanks and other difficult situations. Always remember to hold your fire whenever you can. Every bullet takes energy, and you should spend your free time trying to . . .

BUILD YOUR ENERGY.

In the course of the game, you'll find *E*s that will give you additional energy. If you can run over something instead of shooting it, you should run over it. For example, at the beginning of the game, if you run over the attacking men, you add energy to your gauge.

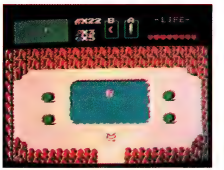
Special tip: *To start your mission near the end of the game, input the following code at the beginning of the game: 2-1-1-0-9-4-4.*

THE LEGEND OF ZELDA

Nintendo

The Legend of Zelda is a skillfully designed adventure game that combines the best aspects of an arcade game with the complicated story line of a dungeons-and-dragons adventure. *The Legend of Zelda* continues to be a top-selling cartridge, and it remains the game of choice for many people who have solved it over and over again.

To play the game, you become Link, a little guy in the big, bad world of the archvillain Ganon. During the ancient age of Chaos, a small, peaceful country in the land of Hyrule was protected by a magical golden triangle known as the Triforce of Wisdom. The enemies of peace, Ganon and his evil henchmen, stole the



Discover the springs where the Fairies live on the east and west sides of the river.

triangle, broke it into eight pieces, and scattered the fragments in the Underworld. They also kidnapped Zelda, the princess of the land of Hyrule. Your mission is to gather up the pieces of the Triforce, reinforce its power, defeat evil, rescue the princess, and bring peace to the land.

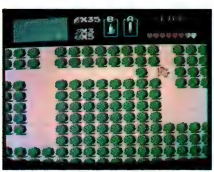
To do your good deeds, you journey through 128 screens of the Overworld and nine labyrinths of the Underworld, looking for treasure, defeating enemies, finding clues and keys, meeting wise old men and women, and doing whatever else is necessary to reclaim the Triforce. In this highly detailed game, there are dozens of different enemies, trinkets, and power-ups, and each has different attributes, functions, and relationships. You should pick up as many rubies as you can, because they are the currency that enables you to buy the things you need to complete your mission. You must also watch your hearts, which are the source of your power. When you're out of hearts, you're out of luck. At the beginning of the game, you have three hearts. You earn a new one every time you find another piece of the Triforce. And you must . . .

HAVE AN INSATIABLE CURIOSITY.

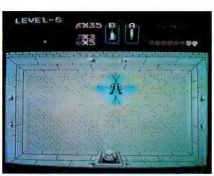
Many of the clues, caverns, and trinkets are not immediately visible. You can only get what you need by persistent experimentation.

A map comes with the game, and you should use it to determine Link's path. Start in Overworld Level 1 and

head upward to Overworld Level 9. The locations of Levels 1 through 4 are on the game's map. Underworld Level 5 is located east of the Waterfall at the top of the Lost Hills. Level 6 is at the northeast corner of the Graveyard, which is due west on the map. Level 7 is located at the southeast corner of the Graveyard, two screens south of Level 6.



In Overworld Level 8, push the bush out of the way to find a staircase to Level 8 of the Underworld.



Use what you've learned on easier levels to tackle the Manhandla in Underworld Level 8.

Underworld Level 8 is located one screen north of the southern edge of the map and two screens west of the eastern-most part of the map. Level 9 is in the northern part of the map, and it's six screens east of the western edge of the map.

Once you have gathered together the Triforce, defeated Ganon, and saved the princess, a new adventure is in store for you. It uses essentially the same map, but there are more enemies and the challenge is more complex than in the First Quest. If you want to go to the Second Quest, enter your name as "Zelda" when you register at the start of the game.

Special tip: *To find the Level 7 underground labyrinth, you'll have to blow your flute at the water hole.*

You can't enter Underworld Level 9 until you have all the pieces of the Triforce.

A secret door hidden in the rocks was blown open with a well-placed bomb.

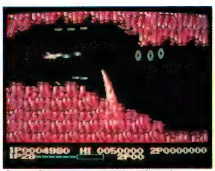
A secret stairway hidden under a bush leads to an underground room where you can buy special items.

If you kill the head ghost in the Graveyard, all the other ghosts will die, leaving you treasures.

LIFE FORCE

Konami

Life Force is a sequel to the arcade and NES hit *Gradius*. In this action game, a powerful and enormous Deltoid monster named Zelos has a habit of devouring solar systems. He is about to consume your little planet. Your mission is to fly the Vic Viper starship through the monster's digestive system. You want to get to the heart of the monster and blow it up. Only then will your people be safe.

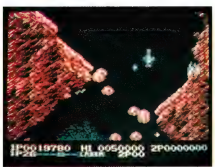


One of your power-ups, the ghost ship, blasts its guns, giving you additional firepower.

The settings in this game are spectacular. You fly your ship through a colorful world of bloodstreams, gallstones, parasites, microbes, floating brains, and other internal organs. Things grow, stretch, and break off as you go through narrow passageways. You must survive six different Terror Zones and battle a hideous creature at the end of each zone if you expect to win.

To complete this game, you need a good supply of power-ups, which become available to you when you kill enemies. You can power up six different aspects of your ship: speed; missile capabilities; ripple effects; laser gun; option, which is a ghost ship with double firing power; and force, which is a protective shield. Except for missile capabilities and ripple effects, power-ups can be combined. At the beginning of the game, you should make sure that you are adequately powered up.

Expose the eye of Golem, the floating brain, by circling it counter-clockwise, then shoot it.



Watch out for falling gallstones; the blue ones can't be destroyed.

In *Life Force*, your speed and shooting skill will be tested constantly, especially during the confrontation at the end of each Terror Zone and at special action points throughout the game. One of these points occurs in Zone IV when the passageways get tighter and everything

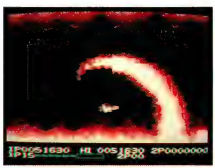
doubles or triples in speed. You're probably going to die more than once, so . . .

LOOK FOR ONE-UPS IN THE TISSUE.

Always fire into the tissue as you're passing by. There are hidden one-ups waiting for you.

Special tip: *To begin this game with 30 spaceships, on your joystick or pads press up, up, down, down, left, right, left, right, "B," "A," "B," "A," "start."*

To kill the Intruder spaceship in Zone II, shoot its three bottom rungs and blue center.

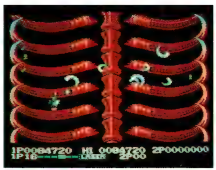


The deadly waves in Zone III move toward you quickly from the top or the bottom of an artery.

You can kill this creepy, crawly caterpillar if you go for its head.

Kill the Cruiser Tetron by staying near the top of screen and bombarding its head.

Grab as many power-ups in Zone IV as you can, but don't risk your starship to get them.



You must get through this rib cage to get to the end of Zone IV; shoot everything and speed up.

Giga is the monster at the end of Zone IV; shoot his eyes, even if they've left their sockets.

The self-generating rock in Zone V allows for no mistakes. Watch out for falling rocks.

MEGA MAN

Capcom

In this action-packed adventure game, Mega Man is one of seven humanoid robots created by Dr. Wright and his assistant, Dr. Wiley. Six of the robots have been programmed by the evil Dr. Wiley to create havoc. Mega Man can only do good. Your mission as Mega Man is to go into the six empires of Monsteropolis, each of which is ruled by one of the robots. If you kill all six, you'll be able to face off with the evil Dr. Wiley himself.

Mega Man is powered by energy, and if he runs out of energy he dies. There is no other way to kill him. When you start the game, you have the power to jump up and down, but that's about all that you can do. The way to increase your energy is to grab the Energy Capsules. The way to increase your weaponry is to kill the robots. When you kill a humanoid, his weapon becomes yours. Each humanoid has a weakness, and it's important that you . . .

At the beginning of a game, you can choose which humanoid you want to battle first.

At the top of Cutman's castle, go through the opening and prepare to fight the robot.

FIND THE WEAKNESS OF EACH ENEMY.

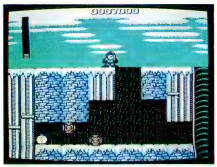
You don't have to attack the humanoids in any particular order, but you're more likely to complete the game if you start with Gutsman. Your next targets should be Cutman, Bombman, and Iceman. You can then use Iceman's weapon to defeat Fireman and use Fireman's weapon to defeat Elecman. The electricity provided by Elecman can be used in your final quest to find and kill Dr. Wiley.

Cutman's chamber is protected by a bouncing robot that is very difficult to defeat.

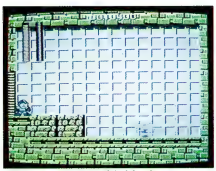
This is one of the few adventure games that keeps score, and there are several

ways to send your score into the stratosphere. When you kill a humanoid, you add between 50,000 and 100,000 points. If you're going for a big point total, you should also keep a sharp lookout for Yashichi, killing one of them will give you an easy 100,000 points. But points aren't the big thing. It's more important and fun to keep your energy up and kill the bad guys.

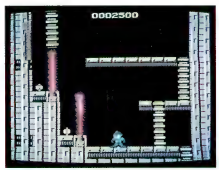
Iceman's domain is cold and white. You need to keep your energy high or you'll freeze.



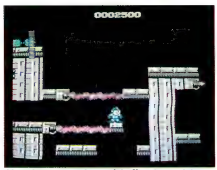
Take a risk and explore a cavern; it's sure to hold energy power-ups or weapons.



Cutman attacks with his dangerous pair of shears, but he's easy to defeat with Bombman's weapon.

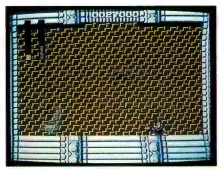


Before entering Fireman's world, defeat Iceman so you can use his weapon to freeze the fires.

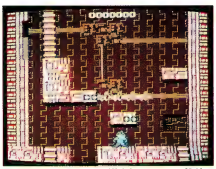


You have to play with fire to get to the top in Fireman's empire.

Jump on top of the beam to get across the chasm in Gutsman's world.

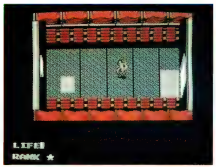


To defeat Bombman, go after him with the weapons you've taken from Gutsman and Cutman.



Elecman's bolts will blast you off the screen, if you are not prepared to jump over them.

METAL GEAR



Check inside each truck or car for weapons and supplies.

Ultra

Metal Gear looks at first glance like other wartime adventure games. It has tanks, trucks, weapons, jungles, enemy headquarters, and prisoners of war. But on closer inspection, you'll find that *Metal Gear* is really more of a scavenger hunt during which you search for items in some pretty strange places. Your objective is to find and blow up Metal Gear, a secret weapon that is under the control of a warped, tyrannical madman named Vermon CaTaffy. To do this, you must first figure out where Metal Gear is, and then you must determine how to destroy it.

If you don't wake up sleeping dogs or other enemy guards, you can sneak in and take what you want.

In the course of the game, some of the things that you must find include body armor that reduces the damage that can be done to you by 50 percent, antennas that allow you to override the enemy's transceiver-jamming devices, and an iron glove that lets you punch through hidden doors. You also need to find the binoculars that enable you to see the screen that's ahead of you without danger, antidotes that neutralize poisons, and an Ingram Mac-II semiautomatic submachine gun. You have to use just about everything you find to destroy Metal Gear. When you free prisoners of war or do other noble deeds, you add valuable stars to your status, enabling you to access more-powerful weapons.

Your most-important piece of equipment is the transceiver. It is a reliable guide that tells you where to look for essential weapons and supplies. Use it regularly, and make sure that you're always on the proper receiving frequency. To complete your mission, you need to

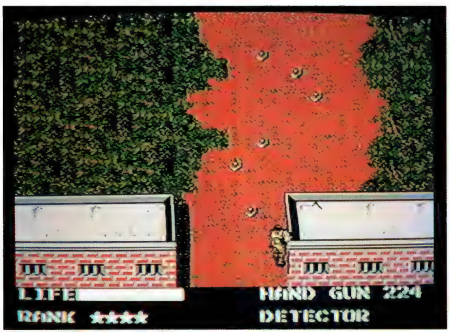
With the proper entry card, you can gain access to rooms in buildings controlled by the enemy.

penetrate deep into enemy territory, and you can't do this without constantly using your transceiver.

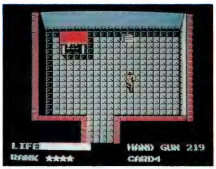
Since you are outnumbered and traveling behind enemy lines, it makes sense to . . .

AVOID FIGHTS.

There are plenty of ways to do this. The guards that protect certain areas often fall asleep on duty. When they're asleep, you can hop into a truck or scout out a deserted building, looking for valuable items. Once you get the binoculars, it's easy to prepare for the situation ahead and plan nonviolent strategies. But don't let your desire for nonconfrontation keep you from exploring any part of the terrain. No stone should be left unturned in your search for equipment. This is the secret for completing *Metal Gear.*



Mines are often planted in the ground at the entrances of towns; use your detector.



Card 4 provides entry to this ammunition-supply room.

In the sewer, stay out of the darkest areas or you'll drown. Wade only in the lighter areas.

The desert is full of weapons and supplies that will help you in your mission.

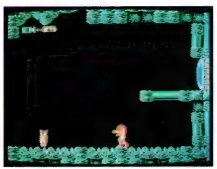
Special Tip: *If you can't find weapons and supplies, punch in this code: 5XZ1C G222G UOOOU UYRZZ NTOZ.*

METROID

Nintendo

Many games that are set in outer space are just shoot-'em-ups, but *Metroid* is a science-fiction game that requires more of your mind than it does of your wrist. The year is 20X5. You play Samus Aran, a bionic space warrior who is assigned to destroy the evil space alien Metroid as well as the Mother Brain, which is a living computer in the control of a gang of outer-space pirates.

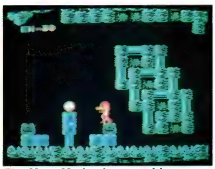
The entire contest is fought on the planet Zebes, a natural fortress that is a labyrinth containing five distinct but connected areas. You start off physically weak and in need of both missiles and energy to accomplish your mission. You gain energy by killing your many enemies, who range in strength from puny Zebs, who fly out of air holes, to large monsters, such as Kraid and Ridley, who have multiple means of attack and are hard to kill.



At the beginning of the game, Samus Aran has little firepower and must look for weapons.

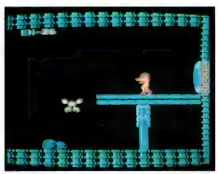
To find and kill the Mother Brain, you have to set your priorities. First, collect missiles. Then get the ball that is positioned to your left when you start the game. It enables you to roll into a ball and squeeze through difficult situations. You should then obtain Power Items, including the long beam that extends your attacking range, energy tanks that can store up to 100 units of energy, bombs that enable you to blast your way into areas where entry is difficult, the ice beam that freezes your opponents, and the Varia that lessens the damage that can be done to you by an enemy.

While gathering these and other Power Items and



The Maru Mari sphere enables you to roll yourself into a ball and fit underneath various obstacles.

Rolled into a ball, you can speed through narrow passages and escape your enemies.

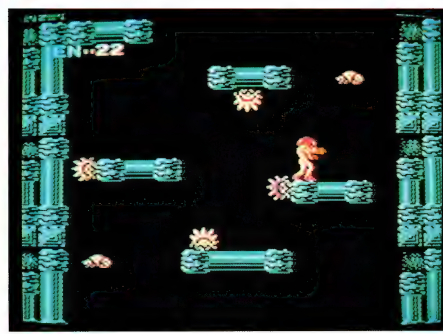


Rio attacks first from the ceiling. He is pretty strong, and killing him requires many missiles.

battling enemies, you should also collect missiles. You can store up to 255 missiles. You can get into big trouble when you meet up with the Mini-Bosses and other powerful enemies, if you haven't been able to . . .

STORE PLENTY OF MISSILES.

If you have a sufficient supply of missiles, you'll have a chance to defeat the big enemies when you confront them. Kraid and Ridley will succumb after a serious missile attack, and the Metroid itself can be destroyed by a continuous fire of missiles if you freeze it first. Killing the Mother Brain requires most of your missile supply. At least 30 direct hits are needed to destroy it.



In the first chamber, try to kill Zoomers and Rippers to build up your energy.

In the rocky Brinstar zone, be careful not to fall in the water because you'll lose energy.

Wavers fly in irregular patterns. If you don't shoot at them, they will attack you.

MIKE TYSON'S PUNCH OUT

Von Kaiser is an easy first-round KO if you have a good defense and use your uppercut.

Piston Honda will wipe you out with his Piston punches if you don't have a good defense.

Nintendo

Mike Tyson was one of the first celebrities to endorse a game for NES. The cartridge was a winner, and it's gotten more popular since it was first introduced. In *Mike Tyson's Punch Out*, you play Little Mac, a boxer who is attempting to fight his way to the top. The challenge is long and grueling, beginning with a 38-year-old fighter from Paris, France, named Glass Joe and ending fourteen boxers later with Mike Tyson. If you beat Tyson, you beat the cartridge.

To advance through the rounds, you have to knock out your opponents. Although Glass Joe has recorded only one victory before his meeting with Little Mac, chances are he'll put a few more entries in his win column before you can advance to Von Kaiser, the second opponent in the minor circuit. It's easy to beat Glass Joe, but you need to practice to get used to the punching action. After you figure out how to throw body punches, you should master throwing jabs to the face. Use your joystick or pad in combination with the "A" or "B" button. The most-important punch to learn is the uppercut, which can only be thrown when you have earned at least one star during the fight. After a star appears and you hear a high-pitched tone, you can throw the uppercut by pressing the "start" button. Once you get the hang of this punch, you'll knock out Glass Joe in the first round.

Glass Joe is easy to knock out once you master the uppercut.

After Joe, you face progressively tougher fighters, but each one has a particular weakness. The first three boxers that you face are easy to catch off guard if you can duck one of

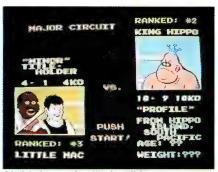
their punches. Act quickly, and you can punch them and drain their energy. But it's also important for you to . . .

CONSERVE YOUR ENERGY.

When you throw a punch, whether it's a hit or a miss, you drain your energy. You can get extra energy between rounds by holding down the "select" button while your coach gives you a pep talk. Also listen to what your coach is saying. He often gives you an important tip for knocking out an opponent. If you want to get in the ring with Tyson, you have to learn how to knock out every other boxer in the circuit. Here are some tips: You must be patient with King Hippo. A body punch to the stomach will knock him down, but you've got to get his hands to move. You should be aggressive with Bald Bull. When he begins his charge toward you, count his hops, and on the third hop, throw a body punch. Be respectful of all challengers and good luck. This game should keep you entertained for years.

Special tip: *If you want to sneak a look at Tyson, punch in this code at the beginning of the game: 007-373-5963.*

Don Flamenco has a nasty right, but if you duck his punch, you'll throw off his timing.



Hold down the "select" button between rounds to earn more energy and hear a tip from your coach.

Defeat Hippo with a good body punch to the X on his stomach.

Mike Tyson is almost unbeatable. While you wait for him, be sure your finger is on the trigger.

Tyson can knock you down with one punch. Think defense or he'll send you flying.

Don't feel bad if Tyson knocks you out; it's his game. Just keep plugging away.

1943

Capcom

The game *1943* is much like its predecessor *1942*. Both games are aggressive air-action shoot-'em-ups. The story line is minimal: After a fierce air-and-sea battle, only one Allied aircraft carrier remains in the water, and it carries only one P-38 fighter plane. Fortunately, this plane is equipped with lightning, cyclones, and other special weapons that may enable it to beat incredible odds and fight off wave after wave of enemy attackers. You play the pilot of the P-38, and you'd better have nerves of steel.

Besides dodging attacks and shooting everything in sight, you must find ways to earn power-ups. You start with very little power, and you must choose how to allocate

At first, you should allocate your power-ups to energy reserves and offensive and defensive weapons.

it. At the beginning, you should take care of the basics: energy, offense, and defense. You should power up first for continuous laser fire and three-way constant fire, which lets you fire automatically if you hold down the "B" button. This plan of attack will take care of your initial enemies. As you progress through the game, more power-ups become available to you, and you can splurge on special weapons, which you need only when your conventional weapons fail. Shoot all red planes to release power-ups. The best way to play *1943* is to . . .

USE A JOYSTICK.

This game was designed for arcades, and in the later stages, it's incredibly frustrating to fight your battles on a pad.

You must fight some of your key battles against battleships. You'd be foolish to fight both planes and

After shooting a series of planes, you earn a spinner power-up.

Power-ups that look like barrels are rewards for good fighting; most are in the clouds.

ships at the same time, so first wipe out the planes and then concentrate on knocking off the guns on the battleship. Remember that you've got to destroy each gun on each ship if you want to complete the game.

Special tip: *Find hidden power-ups by shooting in the clouds.*

Before taking on a battleship, you should clear the air of enemy planes.

A pink elephant is one of the many unusual power-up symbols in this game.

You want to knock out each gun on every battleship you encounter.

The cow is a reward for knocking off the guns on the battleship. It gives you more power-ups.

As you progress through the game, power-ups add additional fighter planes to your arsenal.

Big planes are a challenge unless you have sufficient firepower.

When you are under attack, shoot into the clouds; this may reveal hidden power-ups.

Acquiring double-laser fire makes you almost invincible and practically insures your success.

RENEGADE

Taito

Renegade is a martial-arts game with an urban setting. You find yourself alone downtown at 2 a.m., surrounded by hoods. But the situation could be worse; you're a trained fighter. Even though some of the gang members are armed, you take them on with your bare hands and win.

Smash these punks with your jump kick by pressing "A" and "B" at the same time.

The game begins in a deserted subway station, where you fight three thugs. By using various combinations of buttons and your joystick or pad, you can punch, kick, drop kick, choke, throw, and sit on your enemies. You'll need to practice these moves before you attempt to take on a street gang, because kicks and punches are your only defense. You can't pick up an enemy's weapon and use it against him. You have to depend on your hands and feet. The power-ups in this game give you additional energy and increase the martial-arts skills you already have (such as enabling you to kick harder). But there are no power-ups for weapons.

If a hood has a stick, sneak up behind him or do him in with a back kick.

You can box with this guy if you want, but to get rid of him, knock him off the platform.

After you get past the first group of thugs in the subway, you next encounter a motorcycle gang, and then six women come after you with their purses. If your enemy is unarmed, you can defeat him or her head on. But bad guys armed with chains, sticks, or other weapons require trickier moves. For example, if a thug comes after you with a chain, turn your back and throw a kick. Sometimes, you can find a safe area at the corner of the screen, where you can stand and wait for your enemies to come at you. During the first three stages of this game, your enemies don't become

more difficult to defeat; there are just more of them as you progress. In the fourth stage, you must fight much-stronger enemies inside rooms where you don't have much space to maneuver. But don't panic, and when you are in doubt about what to do . . .

USE THE DROP KICK.

This is your most-powerful move. To perform a drop kick, press the "A" and "B" buttons at the same time.

Don't panic when a guy comes at you on a bike. You've just got to get it away from him.

Once you take a gang member's bike, it's yours to ride out of danger.

This hood is alone. Watch his moves, and punch and kick him as often as you can.

There are bricks in those purses, so look for Ps that will give your kick more power.

After you beat these punks, choose Door One or Door Two, and continue your fight.

These hoods have been watching TV and they know all the moves, so kick the walls to find power-ups.

SEICROSS

FCI

Seicross is a high-quality shoot-'em-up that started out as a popular arcade game. The story line is pure science fiction. A few people of Petra have fled underground to escape the violent, barbaric tribe of Basrah, but some Petras are held hostage on the planet Colura. Those who escaped plan to rescue their countrymen with a powerful space motorcycle called Gilgitt Petras. This bike is the one hope of the people of Petra to defeat the barbarians and reclaim their planet. It's your job to ride the bike.

You must maneuver the bike through three different fields of battle: the Obstacle Zone, the Slippery Zone, and the Battery Zone. Once you master these zones, you can

Shoot at strange objects when they cross your path, but don't waste too many bullets.

enter the well-guarded space city and annihilate BalTank, the dinosaur tank that stands between you and victory. Even though the zones become more difficult as you progress, each involves similar decisions. You must decide whether to shoot at your enemies or to run around them, and whether to pick up blue Petras or leave them on the road. It's hard not to take pity on the little men, and if you're playing for points, you'll want to pick up as many Petras as you can. You should base your decision on the amount of energy you have, because you use energy faster when the little men are on board your bike.

If you are playing for points, pick up as many little, blue Petra men as you can.

There are three ways to die in this game: when you're hit by enemy fire; when you lose control of your motorcycle and crash into a wall; and when you run out of energy. Expect to spend your first three or four games getting the feel of the bike and learning to dodge various kinds of enemy weapons. Controlling the amount of energy you have presents additional problems. The only way to master this aspect of the game is to learn to . . .

CONSERVE ENERGY.

Resist the temptation to ride through a zone with your

finger on the trigger. Every shot costs you energy, and you need that energy to continue. If you can go around an obstacle, go around it. Don't shoot at it. There are a few exceptions to this, especially dinosaur fossils. When you see one, shoot it. A Pilpul alien may be hidden inside. These give you power-up potential and ultimately, extra bikes. Another exception is the Chenobalm, which looks like a green tire. If you hit it twice, a star will appear. The star is a power-up and gives you increased firepower and bonus points. But in general, it's more important to conserve energy than to get points.

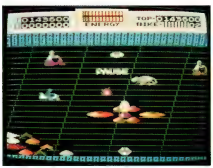
In the Slippery Zone, try to avoid the sparkly, slick spots or your bike may go out of control.

Don't run into any of the objects that get in your way; shoot them or steer clear of them.

When you shoot enough dinosaur fossils, you receive a new motorcycle.

At the end of a zone, the Petras that you have rescued are counted up for additional points.

After you destroy a Dinosaur Tank, a little dinosaur head comes after you. Shoot it.



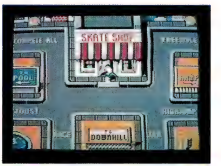
The Battery Zone is the most difficult because of its hidden force fields and roadblocks.

SKATE OR DIE

Ultra

Skate or Die is one of the most-unusual games ever produced for NES. It's part arcade action game and part sports-competition game, but it's also the first cartridge that requires you to become a true video athlete. To play this game well, you need to learn new skills rather than just picking up strategies and learning the capabilities of your character and his enemies.

The story line for *Skate or Die* is a quasi-science-fiction fantasy. Rodney Recloose owns the Flesh 'N Asphalt Skate Shop that is the hangout of his son, Bionic Lester, and two crazed skateboarders, Poseur Pete and Aggro Eddie. You're the new guy in town and have to prove your skating abilities against these pros. The game gives you plenty of time to practice, and you're going to need it.



In the goofy-foot mode, the character moves as if he were you.

The story line isn't really necessary; there are only a few times when you compete one-on-one against Lester, Pete, or Eddie. Most of the time you compete against your own previous high score or the scores of your friends. Up to eight people can be involved in a contest.

The game has five events: Jam, Joust, Free Style, High Jump, and Race. The mastery of each event requires different skills. The only way to develop these skills is to . . .

PRACTICE.

Learning to play *Skate or Die* is like learning to ride a skateboard. It takes time and patience. You shouldn't try to compete before you know the moves, and they are difficult to learn. Each event has a practice area, but just getting to the practice area may be difficult until you figure out the subtleties of goofy foot. This is a play option that allows you to move as if you were the character on the monitor. When you move your controller to the left, the character will move to the character's left, which is your right. In goofy foot, everything seems to be backwards because you're moving as if you were the character. A regular-foot option is also available, but not until you've had your first encounter with goofy foot.

Once you're in a practice area, go nuts. You'll eventually be doing hand plants, tail slides, kickturns,

ollies, and dozens of other incredible tricks. Many of these moves require a complicated combination of buttons and your control pad or joystick. But once you've mastered the tricks, you'll be ready to compete and win.

Your height in the High Jump is shown at the far right of the screen.

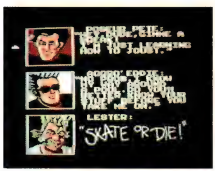
After you register, the cartridge memory records your highest scores.

The Jam is a two-person race through trash-littered alleys. Anything goes.

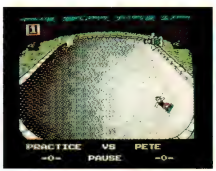
The Jam is scored on screen for both speed and the difficulty of the tricks you perform.

In the Race, you compete against yourself for the best time on one of several courses.

To improve your time in the Race, make a tight turn at the bottom of the hill.



You choose your opponent for the Joust. Pete is easiest to beat; Lester is toughest.



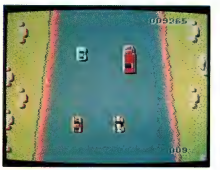
In the Joust, you try to knock your opponent off his board with a stick.

SPY HUNTER

Sunsoft

Spy Hunter has something for everyone. It's an action game, a maze, a shoot-'em-up, a role-playing adventure game, a road-and-track extravaganza, and a boat race. You play Spy Hunter, a CIA agent who is supposed to find and kill enemy spies on land and sea. The bad guys are also out to get you, so you have to be constantly alert, stay on the road, and use your power-ups wisely.

The offensive and defensive capability of your vehicle can be improved by several power-up options. These include a smoke screen that blinds your enemies, an oil slick that makes them go off the road, and missiles that destroy their helicopters. You add power-ups to your arsenal when you enter a



If you get the smoke screen from this Weapons Van, you can disorient you opponents.

new territory and push the "start" button. A Weapons Van appears from behind you on the road. Get behind the van and drive in. You can have several power-ups at a time, and you can choose your favorite power-up with the "select" button. Each power-up is useful in a particular situation, but it never hurts your game to . . .

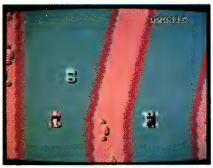
USE THE OIL SLICK.

This is the most-effective weapon against enemy cars.

Not all the cars on the road are your enemies. Some are innocent bystanders, and if you destroy one of the noncombatants, you will be blocked temporarily from scoring points. You need every point you can get, because if you score 10,000 points, you get an additional vehicle. After that, it takes 30,000 points to get another car.

You shouldn't have much trouble identifying your

The smoke screen is most effective on wide parts of the road.

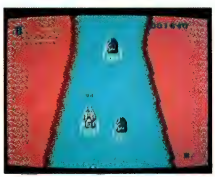


A Tire Slasher can come across the median and inflict serious damage on your car.

The Weapons Van marked with two bars contains missiles that are used to shoot down helicopters.

The oil slick forces other vehicles off the road. Use it on narrow parts of the road.

The only way to destroy a helicopter is with missles, but, if you're fast, you can outrace it.



On the water, Cruise Boats attack you with torpedoes, and Speed Boats throw bombs.

enemies, because they are aggressively intent on destroying you. On the road, you encounter Tire Slashers, Bullet Proof Bullies, Limousines, and Helicopters. At sea, you still have to deal with Helicopters, but you also have to defend yourself against torpedo-equipped Cruise Boats and bomb-equipped Speed Boats.

Special Tip: *Before you go out to sea, you have to drive to the boat house. To get there, you must avoid dead ends. At each fork in the road, you have to make a choice: left or right. To go to the boat house, choose the same direction at the first three forks you come to and the other direction at the fourth fork in the road. You can go right, right, right, left or left, left, left, right; either way will take you to the boat house.*

SUPER MARIO BROS.

When a Super Mario eats a flower, he becomes a Fiery Mario. Use the "B" button for firepower.

Nintendo

More people play *Super Mario Bros.* than any other Nintendo game. It's packaged with most versions of the game system, but that's not the reason so many people continue to play this game. It's complex, exciting, silly, and full of surprises.

A 1-Up mushroom is hidden in an invisible block before the first chasm in first level of World 1.

You play the role of Mario (one-player game) or Luigi (second player in a two-player game) on a mission to find Princess Toadstool, who alone can save her people from the Koopa tribe of magical turtles. The Princess has been captured by Bowser, the head of the Koopas, and imprisoned in a the dungeon of a castle. The dungeon is eight worlds away from where Mario or Luigi begins the game. Each world is divided into four levels, so you have to master 32 areas to finish the game.

Fortunately, many players have gone before you, and there are enough strategic tips being passed around to keep you going at the game for days at a time. Here are some ideas to get you started: Mario or Luigi becomes big when he swallows a mushroom, and he can spit fireballs when he eats a flower. Mushrooms and flowers are hidden inside overhead boxes, some of which are designated by question marks. You must hit the box with your head and then grab the mushroom or flower before you go off the screen. If you make contact with an enemy while you are big, you don't die; you simply become small. When you're small, you're vulnerable, but you're an amazing little athlete. If you are a Super or Fiery Mario when you're "killed" by an enemy, you become invincible for a short period of time when you come back. You can use this knowledge to get through otherwise deadly situations.

One of the most-exciting moments of *Super Mario Bros.* is when you . . .

DISCOVER THE WARP ZONES.

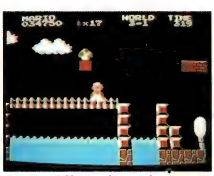
There are three warp zones in the game. You can find the

first one after the second level of World 1. There are two other warp zones in the second level of World 4. The warp zones let you bypass the rigors of the last two levels in the worlds where they occur so that you explore advanced worlds more quickly. To experience your first warp zone, stay on the ascending elevator at the end of the second level in World 1 and let it take you all the way to the top. Once you're at the top of the blocks, jump off and choose an easy entry into World 2, 3, or 4.

If you want to get more Marios (who wouldn't), find the 1-Up mushrooms. They'll enable you to get a new life. You can find a mushroom in an invisible space in the sky just before you reach the first chasm in the first level of World 1; another is in the clouds over the Parallel Bar of the first level of World 3. You also get a new Mario for every 100 coins you collect. There are dozens of hidden caves and special places in the clouds where you can grab many coins at once. The best trick for getting lots of Marios is in the second level of World 3. At the end of this level, before you run up the steps, a Koopa Troopa comes down at you, step by step. Let it get to the last step. Then jump on it. It will stay in its shell, and you can continue to jump on it for up to 100 extra Marios. Be warned, though, that if you get one Mario too many, the game is over.

To jump on the flagpole, use the "B" button to gain speed and hit "A" to get up in the air.

You get 5000 points for landing on top of the flagpole; 2000 points if you hit the middle.



A secret 1-Up mushroom is above the Parallel Bar in the first level of World 3.

Jump on this turtle at the end of World 3-1 and get an extra life for each jump.

This warp zone is hidden in the clouds on World 4-2. It zaps you to World 8.

A thankful Princess Toadstool waits for you at the end of World 8.

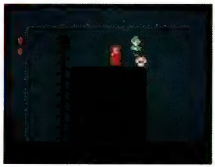
SUPER MARIO BROS.2

Nintendo

Super Mario Bros.2 is a souped-up version of the Japanese game *Dream Factory* rather than a sequel to the original *Super Mario Bros.* game. While both cartridges share the characters Mario and Luigi, the action of the two games is completely different. The stomping and kicking of the original game has been replaced by an elaborate food fight in which turnips, cherries, and other fruits and vegetables are plucked, collected, and used as weapons. *Super Mario Bros.2* is an adventure game rather than an action game.

The adventure takes place in the dreamland Sub-con, which is ruled by an ugly, evil monster called Wart. The people of Sub-con want Mario, Luigi, Toad, and Princess Toadstool to kill Wart and restore peace to the World of Dreams. The action takes place in many different areas that are controlled by villains who have such names as Shyguy, Trouter, Tryclyde, Phanto, and Albatoss. There are so many ways to enter and exit these areas that this game ought to keep you entertained for a long time.

If you find a bottle of magic potion and throw it, a door to Sub-space will appear.



To power up, jump on the mushroom and pick it up with the "B" button.

At the beginning of the game, you can choose which character you want to play: Mario, Luigi, Toad, or Princess. Each character has different powers and abilities. Luigi kicks higher than the others, Princess Toadstool flies for short periods of time, Toad lifts the most, and Mario is most balanced. You may change characters during the game after you reach certain levels. One character works better in certain worlds than another, so choosing the right character at the right time improves your game.

There is no timer on this game and no scoring system. You either reach your destination or you don't. After you have the feel of each character, it's important for you to find ways to stay alive. This means that you should . . .

GET ALL THE POWER-UPS YOU CAN.

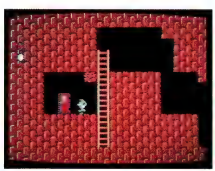
Super Mario Bros.2 is a game of power-ups. The more lives that you can string onto your character, the longer you get to play. There are 1-Ups waiting for you next to power blocks, inside vases, and in many other locations. You want to break the potion bottles when you find them. Then enter Sub-space through the door left by the potion and gobble up any mushrooms you see. While you're at it, pick up as much grass as you can. It can turn into coins that you can use in the Bonus-Chance slot machine to win extra lives.

You have to hurl three eggs at the dragon to slay it. Use the "B" button.

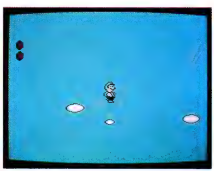
Here are two tips that may help you get past the early stages of the game: To defeat the dragon who is throwing eggs at you, hop on top of an egg, use the "B" button to pick it up, and then throw the egg back at the dragon. You must do this three times to kill him.

To fly on the magic carpet that's waiting for you after you kill the dragon, go to the middle green stump and jump on top of the carpet when it flies underneath you. Don't let the carpet hit you, or you'll die. Wart gave this carpet to Pidgit because he can't fly, so you'll have to get him off it. Push the "B" button to pick up Pidgit and throw him into space. Then use the flying carpet to fly down to the ground.

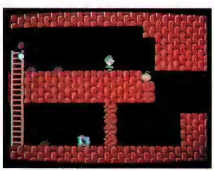
To ride the magic carpet, stand on the green stump in the middle and jump on when it flies under you.



This door is a shortcut to the first dragon. It's between the floor and vine areas of Level One.



Use the magic carpet to fly down to ground level where you can continue your adventure.



You have to bomb your way out of some areas, but place your bombs carefully. You don't have many.

ULTIMA

FCI

Ultima is based on a popular series of personal-computer games. Unlike arcade-based games, *Ultima* is extremely complex. If it took you ten hours to figure out *Zelda*, plan to spend 100 hours on *Ultima*. You don't have to rush through the game, since you can stop it at any point and pick up again later where you left off.

This is a role-playing adventure game with a sword-and-sorcery theme. Your objective is to find and destroy the evil Exodus who threatens the ancient peace of the Kingdom of Britania in Sosaria. To do this, you play the roles of four characters, each with his or her own identity, strengths, weapons, armor, and magic. You travel through forests, up mountains, into dungeons, and across oceans. As you go along, you find and interpret clues, collect and share gold, and encounter all kinds of enemies.

Lord British, a powerful leader in the Kingdom of Britania, can give you magical powers.

In this game, three Rangers (RNGR1, 2, and 3) and Clare are controlled by one player.

To succeed at this game, you will have to be meticulous in your observations. Build up your experience and explore all clues. You should also talk to everybody you know, and . . .

WRITE EVERYTHING DOWN.

You will not be able to keep in your head all the things that you need to know to play this game. You must

A tribe of skeletons is one of many enemies you must confront during this adventure.

take notes that you can refer to, debate, and piece together.

To keep the game moving, you have to build up your energy. The best way to do this is to fight and defeat enemies. In addition to energy, you also need to collect experience points before moving to higher levels.

Special tip: *You can find the marks that you must collect in the caves.*

The first Ranger picks up one of many treasures that must be collected during the journey.

The characters enter a forest, where they'll find prizes, essential information, and many enemies.

Some townspeople provide information; others, like this weapons merchant, sell you things.

Dungeons are dark and dreary, but they provide invaluable experience.

You must overcome the Cave of Death if you expect to finish the game.

WORLD RUNNER

Acclaim

Despite the gimmicky special glasses, *World Runner* is an exciting, well-designed game. You can play the game in 3-D, or take off the glasses and play it like a regular game. *World Runner* is a shoot-'em-up with a science-fiction story line. The game is set in Solar System #517, which contains eight different worlds. The solar system is being terrorized by a ruthless gang of alien Serpentbeasts. You alone have the power to confront the aliens before they take root and start to multiply.

The World Runner is born with the ability to jump. You must earn other powers along the way. Firepower is most essential. You can only obtain it by bumping into a green post. If a rocket comes out of the post, you can claim it and increase your firepower. Other green posts hold Power Potions that make you invincible, Junior Jumpers or Senior Jumpers that enable you to jump higher and are needed to cross chasms in the later stages of the game, and hearts that give you extra lives. There's also a Cosmic Clock that resets the game timer.

Green posts contain weapons, extra lives, and other powers. But watch out for deadly mushrooms.

Practice jumping so that you'll be able to leap easily over large chasms.

The playing surface is laid out in geometric grid patterns, and most of the bonuses that you want to grab up and posts that you want to hit are positioned directly on the lines of the grid. Always try to run on one of these lines, but whenever you see a white balloon, grab it. The balloon takes you to a world without worry and with lots of bonuses. Most of these bonuses are shaped like stars. You'll also find power-ups that enable you to . . .

ADD LIVES.

In most of the bonus worlds, there is at least one heart inside a green post. You get the heart by bumping into the post, letting the heart pop out the top, and then gobbling it up. You want to build up a large supply of lives so that you can fend off aggressive attacks in future worlds.

Special tip: *If, after losing a game, you want to start the game again in the world in which you were destroyed, hold down the "A" button and press "start."*

The white balloon between the two deadly red posts takes you to a bonus world.

In the bonus world, there are no enemies, only stars and extra lives. Grab as many as you can.

The last green post in the bonus world yields an extra life.

The atomic symbol makes you invincible for a short period of time.

At the end of each round, you battle monsters that have to be shot many times.

Build up your firepower at the beginning of the second world so you can destroy your enemies.

Hand Men block your way. Go to the extreme left or right of the screen and run around them.

In the second world, there are more monsters to fight than in the first world.

Jumpers give you extra bounce so that you can jump across very wide chasms.

XENOPHOBE

Sunsoft

Xenophobe was originally an arcade game. It's a science-fiction shoot-'em-up, and the action takes place on eight different space stations in a faraway galaxy. You have been assigned to clear these space stations of creepy, slimy, energy-sucking aliens known as Xenos, who are taking over the entire galaxy. These aliens are called such names as Snotterpillars, Giant Slime Amoebas, and Spiderions. They drip, they stick, and they multiply. You can take them on all by yourself or you can enlist a friend to help you.

The two-player option on this game is the preferred mode of play. The screen is split to document the different activities of the two heroes. When you play by yourself, the bottom of the screen is black, and you run your course only on the top half.

Aliens fly at you from all directions. When you kill them, they leave behind power-ups.

Each of the space stations has at least two floors and each floor has eight rooms. You must clear out all of the debris from one station before you can advance to the next station. As you clear debris, items are left for you to pick up. These include such things as weapons, floppy disks, cups, tools, medicine, fuel, and ID cards. Many of these items are used for only one purpose; other items, such as power-ups for your energy or weapons, can be used at any time. You should always pick up everything.

An almost-invisible force field can sap your energy if you don't watch out for it.

Aliens in the second space station are even more deadly than the slimy fiends in the first.

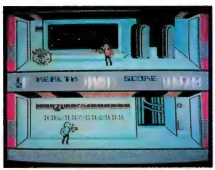
You must conserve your energy carefully. At the beginning of the game, you have 1000 health points, and gain an additional 250 each time you clear out a station. But you need more health points than this to finish the game. You can pick up health

symbols that improve your health, but you should also practice preventive medicine and avoid your worst enemies. They use up more of your energy than other attackers, even if they only attack once. For example, a drip from a Giant Slime Amoeba is five times more hazardous than a single shot from a laser gun.

Be familiar with your environment, and . . .

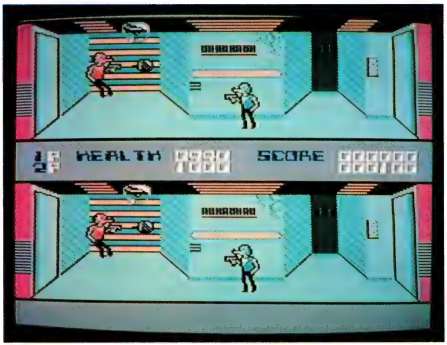
PAY ATTENTION TO THE BACKGROUNDS.

The backgrounds are more than video wallpaper. When you see a couple of buttons by a door, you can be pretty sure there's an elevator

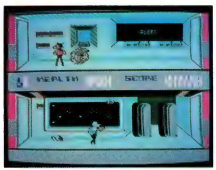


Enemy aliens sap your energy when you confront them. Beware of the alien in the top screen.

waiting there. You also interact with equipment from the background. There's a computer that appears to be a decoration, but if you have a floppy disk, you'll want to see what the computer will do with it.



In a two-player game, you and your partner fight aliens in different areas at the same time.



The player on the top screen has found a secret elevator that will take him to the second level.

Pay attention to the background. Sometimes you interact with it for surprising results.

XEVIOUS

Bandai

The home version of *Xevious* is almost identical to the arcade version. Like most other older coin-op games, *Xevious* doesn't have much of a story line. You control a Solvalou fighter plane, flying over the enemy territory of Xevious. Your mission is to blow up fortresses, bases, and aircraft.

This game does not have power-ups, and your firepower does not increase as you progress in the game. But if your bombing raids are successful and you rack up 20,000 points, an additional fighter ship is added to your arsenal. You get another ship with each additional 60,000 points.

In this fast-moving action game, you must control your ship and its firepower with lightning-fast reflexes. You are attacked from the air and the ground by eleven different kinds of enemies. To fend off air attacks, use the "B" button. To blow up ground installations, use the firing gauge and the "A" button. Practice will make these firing techniques second nature to you.

You can shoot at flying targets or at ground installations, which are worth more points.

The floating fortress, Ando Ageanesis, is your toughest enemy and your key battle assignment. To destroy the fortress, attack its core with several direct hits. But to get the most points, destroy the outer weapons ports first and then go after the core. With the fortress out of the way, you advance to the next stage of the game, which is basically the same as the other stages, only with more-aggressive enemies.

Your air-based adversaries include the Talken fighters, the Zkart, the Torrid attack drones, the Jiara, and the Zoshu fighters. Their constant attacks can be deadly, so you want to kill them, even though they aren't worth many points. The moving walls are also a problem, since they can't be destroyed.

Blowing up ground bases gives you the most points, so learn how to . . .

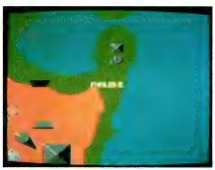
UNCOVER HIDDEN SILOS.

They are hidden underground throughout the game. A silo, or dome, is worth 2,000 points when you uncover it and an additional 2,000 points when you destroy it. Silos can't attack you, but they are not easy to uncover. The best way to

The moving walls are deadly and impenetrable; avoid them at all costs.

A high score in this game requires concentration and making ground targets your highest priority.

find them is to watch the cross hairs on your gauge. When you fly over a ground installation, the cross hairs turn red to alert you to ground fire. If the gauge turns red and you don't see anything below you, release a bomb with the "A" button. If you're over a silo, the bomb uncovers it and a second well-placed bomb destroys it.



An uncovered silo looks like a round tower with a pie-shaped wedge taken out of it.

Shoot Talkens before they fire at you, because they go off screen quickly after they attack.

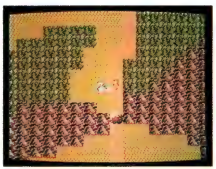
Destroy the floating fortress by shooting the outer weapons ports first.

ZELDA II:
THE ADVENTURE OF LINK

Nintendo

If you were a fan of *The Legend of Zelda*, you'll really enjoy *Zelda II: The Adventure of Link*. The story line is basically the same. Princess Zelda is held captive in the land of Hyrule by Link's old nemesis, Ganon. Link is now 16 years old, and he must find the third piece of the Triforce. He already has Power and Wisdom, and now he must find Courage, so that he can wake Zelda from her magic sleep. Your route to the Great Palace is treacherous, your enemies are incredibly powerful, but fortunately you'll have help along the way.

Princess Zelda is under a sleeping spell, but Link is determined to wake her and save Hyrule.



Enter the little towns you come to along the road. They hold valuable information.

Link is a much-different character than he was in the earlier game. He can now jump, crouch, and perform magic. He also asks questions and listens to responses. The way in which the game appears on the screen has also changed. When you confront an enemy, the screen changes from an overhead view to a side view. It remains a side view while the fight goes on, but when you start walking again, the top-view is reestablished.

In *Zelda II*, when you build experience, you are doing something tangible. You physically increase one of your three potentials, Attack, Magic, or Life. To gain experience, you play the game and encounter a variety of situations, such as fending off an enemy, finding a treasure, or talking to a person you meet.

The world that Link travels is much larger than the world in *The Legend of Zelda*. Unless you make a map of your travels; you're likely to be lost much of the time. Explore the

Each town offers you something. In Rauru, you will learn magic that will help you survive.

countryside before you go into the six palaces that contain the keys necessary to restore the Triforce. Your travels through the upper parts of Hyrule bring your Attack, Magic, and Life gauges to acceptable levels. Engage people in conversation, but be skeptical about their answers. Some of them deliberately try to disorient you.

Enter houses with open doors and ask questions by walking right up to the people who live there.

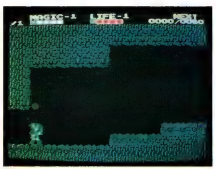
Many of the characters will be familiar to you from the first version of *Zelda.* While they may look the same, don't be surprised if many of their characteristics have changed. A fairy still replenishes your energy, but the bulldog-faced Moblin is a much-stronger adversary than he was before.

In this game, there are special ways to . . .

GET EXTRA POWER-UPS.

If you venture over to the western side of Hyrule, you can find two bowls of hearts and two magic bowls that can power up your abilities quickly and make it easier for you to deal with adversity. Also, in Mido Town, you should use your magic to jump up to the open window on the second floor of a church. Go inside, and you'll find lots of power-ups.

This old woman may be a valuable source of information. Ask her what she knows.



The dark tunnel to the Parapa Desert is the only way open to Link, but he must go past the Lowder.

Treasure bags contain 50, 100, or 200 points. You need lots of points to buy secret information.

At first, this old woman did not want to talk, but Link was able to convince her to speak her mind.

DIRECTORY OF GAME PUBLISHERS

Acclaim
189 South Street
Oyster Bay, NY 11771

Bandai
12951 East 166th Street
Cerritos, CA 90701

Capcom
1283-C Mountain View/
Alviso Road
Sunnyvale, CA 94089

FCI
150 East 52nd Street
New York, NY 10022

Jaleco
5617 West Howard Street
Niles, IL 60648

Konami
815 Mittel Drive
Wood Dale, IL 60191

Nintendo
4820 150th Avenue N.E.
PO Box 957
Redmond, WA 98073-0957

SNK
246 Sobrante Way
Sunnyvale, CA 94086

Sunsoft
2250 Elmhurst Road
Elk Grove Village, IL 60007

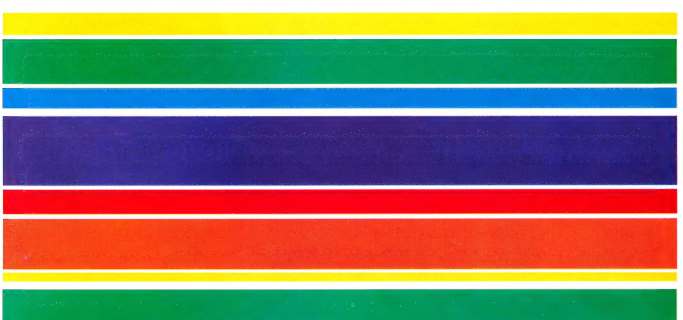
Taito
267 West Esplande
#206
North Vancouver, BC
Canada V7M 1A5

Tengen
1901 McCarthy
Second Floor
Milpitas, CA 95035

Tradewest
PO Box 1796
2400 South Highway 75
Corsicana, TX 75110

Ultra
240 Gerry Street
Wood Dale, IL 60191

Vic Tokei
470 Needles Drive
San Jose, CA 95112



Power up with NINTENDO® STRATEGIES, the action-packed companion to your Nintendo Entertainment System®. Full-color pictures of actual game screens give you exciting visual tips to zap your game to new levels. High-powered strategies for 30 of the best Nintendo® games:

- **Fast action games, including Bionic Commando, Life Force, and Metal Gear**
- **Challenging adventure games, including Castlevania II: Simon's Quest, Super Mario Bros.2, and Zelda II: The Adventure of Link**
- **Realistic sports games, including Bases Loaded, Mike Tyson's Punch Out, and Skate or Die**

Advanced and beginning players can increase their playing fun with hints and secret codes.

- **Find hidden keys and power-ups**
- **Sneak past guards**
- **Get extra lives**
- **Learn to time your moves**
- **Move quickly to advanced worlds**

NINTENDO® STRATEGIES shows you how to play the games like a pro.

scanned & edited
by kitsunebi